

Our goals ...





• Gener HITS	ralize to cre	rankir ate ne	ng met w met	hods I hods.	PageR	ank and	$\mathbf{G} = \alpha_0 \mathbf{S}_0 + \alpha_1 \mathbf{S}_1 + \ldots + \alpha_p \mathbf{S}_p$			
 Test generalized methods on National Football League data. 						nal	• Each S_i is stochastic, $0 \le \alpha_i \le 1$ and $\Sigma \alpha = 1$.			
							• The vector π contains the rating scores of each team, such that			
	N		Mot	hode	2		$oldsymbol{\pi}^T = oldsymbol{\pi}^T \mathbf{G}$	Vec		
• New method GeM (Generalized Markov) is a generalized version of Google's ranking							Example : one way to form $S_0,, S_p$ use game scores for matrix S_0 .			
algorithm PageRank.							• Team \rightarrow node in a directed graph.			
Google							ullet Each game $ ightarrow$ edge from loser to winner.			
• New method mHITS is a modified version of a ranking algorithm HITS used in Ask						version n Ask	 Weight on each edge is the statistic difference (e.g. total yards, etc). 			
searcl Langv	n engi ille and	ne (m l Luke I	HITS de (ngram)	velope	d with	Amy	Adding games to make digraph connected			
		Ex	amp	le			$\begin{array}{c} \text{Pit} & 12 \\ 1 \\ 1 \\ 1 \\ 17 \\ 17 \\ 10 \\ 10 \\ 3 \\ 20 \\ 14 \\ \end{array} \begin{array}{c} \text{Chi} \\ 3 \\ 3 \\ 10 \\ 10 \\ 3 \\ 10 \\ 10 \\ 10 \\ $	Sur by NC		
 Select seaso 	ted ga n.	mes fo	orm 20	05 NF.	L regi	ılar				
Game	Team	Score	Total Yards	Team	Score	e Total Yards	Car Chi NO Pit TB Car / 0 10/23 3/23 0 10/23 \	C		
1	Car	27	326	NO	10	277	Chi / 0 0 0 1 0	C		
2	Car	34	287	TB	14	270	NO 17/31 0 0 14/31	N		
3	Chi	13	258	Car	3	238	Pit $1/5$ $1/5$ $1/5$ $1/5$ $1/5$ $1/5$ $1/5$	Pi		
4	Chi	13	239	TB	10	275	1B (20/25 3/25 0 0 0 7)	11		
5	NO	23	291	Car	20	350	• Divide score differences by each team's total	ullet 0 pprox		
6	TB	20	247	Car	10	247	score unierence.	$\bullet d \approx$		
7	TB	27	285	NO	13	306	•Use total vards to form S.	(0.00)		
8	Pit	21	363	Chi	9	268	• $\mathbf{G} = 0.65 \mathbf{S}_0 + 0.35 \mathbf{S}_1$	• Ove		

- Use both score differences and yard differences for GeM example.
- Use scores for mHITS example.

New Ranking Methods with Application to Sports.

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GeM Method

- $|\mathbf{U}_{0000}| \pm 0.000|$
- Rating vector:
- $\boldsymbol{\pi}^{T} \approx \left(0.5428 \ 0.4838 \ 0.1955 \ 0.5465 \ 0.3666\right)^{T}$
- Ranked teams: from first to last

Pit Car Cin TB NO

mHITS Method

$$\mathbf{d}^{(k)} = \mathbf{P} \frac{1}{\mathbf{o}^{(k)}}$$
$$\mathbf{o}^{(k)} = \mathbf{P}^T \frac{1}{\mathbf{d}^{(k-1)}}$$

try p_{ij} is a statistic of team j against i. ctor o contains the offensive ratings. ctor d contains the defensive ratings.

uple: Use game scores

 $m \rightarrow$ node in a directed graph.

h game \rightarrow two edges between teams *i*, *j*. ight on each edge from i to j is the score





 $(0.40\ 177.39\ 0.25\ 0.0000000029\ 0.19)^T$ 1.0e + 005 * $0041 \ 3.012 \ 0.0015 \ 0.000001 \ 0.0019)^{T}$ erall ratings (normalized):

 $\mathbf{r} = \mathbf{o}(1/\mathbf{d}) \approx \mathbf{\tilde{d}}$ $(0.1262\ 0.2044\ 0.0717\ 0.4772\ 0.1205)^T$ • Ranked teams: from first to last

Pit Chi Car TB NO

Compete against ...

- ranking).
- ranking).
- matrices.

Results ...

- Gem2 Feature vectors model
- Gem3 Offense-defense model



	2001	2002	2003	2004	2005	2006
Colley	57.92	59.55	63.3	61.8	61.8	58.43
GeM1	61	63.67	58.43	63.67	64.04	58.05
GeM2	58.3	60.3	58.8	66.29	65.92	59.93
GeM3	58.69	59.18	55.81	63.3	65.17	58.05
GeM4	60.23	60.67	58.43	61.05	62.17	58.05
Keener	60.23	60.67	64.04	62.17	65.17	59.93
Massey2	60.23	60.67	64.04	62.17	65.17	59.93
mHITS	60.62	63.3	61.05	58.43	64.04	58.43



• Colley - matrix method derived using Laplace's rule of succession (BCS computer

• Massey - matrix method derived using mathematical expectation (BCS computer

• Keener - matrix method based on Perron-Frobenius Theorem for non negative

• Gem1 - Basic model $\mathbf{G} = \alpha \mathbf{S}_0 + (1 - \alpha) \mathbf{e} \mathbf{e}^T$

 $\mathbf{G} = \alpha_0 [\mathbf{H} + \mathbf{a} \mathbf{u}^T] + \alpha_1 \mathbf{e} \mathbf{v}_1^T + \dots + \alpha_p \mathbf{e} \mathbf{v}_p^T$ \mathbf{v}_i is a probability distribution vector.

 $\mathbf{G} = \alpha [\mathbf{H} + \mathbf{a}\mathbf{u}^T] + \beta_1 \mathbf{e}\mathbf{o}^T + \beta_2 \mathbf{e}\mathbf{d}^T$

• Gem4 - Feature matrices model $\mathbf{G} = \alpha_0 [\mathbf{H} + \mathbf{a} \mathbf{u}^T] + \alpha_1 \mathbf{F}_1 + \dots + \alpha_p \mathbf{F}_p$

Results of NFL game predictions.

GeM1
GeM2
─+ -GeM3
─ ── GeM4
Keener
Massey2
mHITS

Year